**Real Time Video Data Mining for Surveillance Video Streams**

This paper deal with object identification, object movement pattern recognition, spatio-temporal relations of objects, modeling and detection of normal and abnormal (interesting) events, and event pattern recognition in surveillance video

This paper proposes two method of capture the location of motions occurring in a segment using the same matrix generated for the calculation of the amount.

A background frame is defined as a frame with only non-moving components. Since we can assume that the camera remains stationary for our application, a background frame can be a frame of the stationary components in the image

In the first method the background is extract from given sequence as preprocessing and calculate his histogram(Fb).than each frame in the segment is define as (Fk). Then compute the difference of background (Fb) and each frame. Dk=Fb-Fk/Pt(total number of pixel).in the next step classify Dk into 10 different categories and assign a corresponding category number to the frame K.In last compare the category number of current frame with the previous one to ensure the direction and quickness of the motion.

Second technique measure the overall motion in not only two consecutive frame but also an entire shot which is a collection of frames .in the first step the color of each frame is quantized to reduce unwanted noise (because noise will also consider as motion but it is not motion).then take an empty two directional matrix TMM(Total motion matrix) with the size of c \* R(each frame size) and initialize every element with 0.then take average of matrix’s each element with the size of segment. Now measure all corresponding quantized pixel in the same position of each and background frames. It found different then increase the matrix value and repeat the process until all frame are compared. In the last step calculate total motion(TM) and average amount motion.

Location of motion can be captured by two one directional matrix which are summation value of column of summation (SC) and value of rows (SR). We can convert total motion matrix into total motion matrix image (TMMA). In order to implement, assign white pixel for the matrix value zero which means no motion, and black pixels for the matrix value 256 which means maximum motion in a given shot.